

Computer Games Market, Global Outlook and Forecast 2022-2028

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Abstracts

Computer games must rely on computer operating platforms.

This report contains market size and forecasts of Computer Games in Global, including the following market information:

Global Computer Games Market Revenue, 2017-2022, 2023-2028, (\$ millions)

Global top five companies in 2021 (%)

The global Computer Games market was valued at million in 2021 and is projected to reach US\$ million by 2028, at a CAGR of % during the forecast period.

The U.S. Market is Estimated at \$ Million in 2021, While China is Forecast to Reach \$ Million by 2028.

Webgame Segment to Reach \$ Million by 2028, with a % CAGR in next six years.

The global key manufacturers of Computer Games include Tencent, 37 Interactive Entertainment, Kingnet, Perfect World Game, 7 Road, Guanghuanzhong, Travian, Hattrick and Youxigu, etc. In 2021, the global top five players have a share approximately % in terms of revenue.

MARKET MONITOR GLOBAL, INC (MMG) has surveyed the Computer Games companies, and industry experts on this industry, involving the revenue, demand, product type, recent developments and plans, industry trends, drivers, challenges, obstacles, and potential risks.

Total Market by Segment:

Global Computer Games Market, by Type, 2017-2022, 2023-2028 (\$ millions)

Global Computer Games Market Segment Percentages, by Type, 2021 (%)

Webgame

Client Game

Global Computer Games Market, by Application, 2017-2022, 2023-2028 (\$ millions)

Global Computer Games Market Segment Percentages, by Application, 2021 (%)

45 Years Old

Global Computer Games Market, By Region and Country, 2017-2022, 2023-2028 (\$ Millions)

Global Computer Games Market Segment Percentages, By Region and Country, 2021 (%)

North America

US

Canada

Mexico

Europe

Germany

France

U.K.

Italy

Russia

Nordic Countries

Benelux

Rest of Europe

Asia

China

Japan

South Korea

Southeast Asia

India

Rest of Asia

South America

Brazil

Argentina

Rest of South America

Middle East & Africa

Turkey

Israel

Saudi Arabia

UAE

Rest of Middle East & Africa

Competitor Analysis

The report also provides analysis of leading market participants including:

Key companies Computer Games revenues in global market, 2017-2022 (estimated), (\$ millions)

Key companies Computer Games revenues share in global market, 2021 (%)

Further, the report presents profiles of competitors in the market, key players include:

Tencent

37 Interactive Entertainment

Kingnet

Perfect World Game

7 Road

Guanghuanzhong

Travian

Hattrick

Youxigu

Feiyin

Youzu

China InterActive Corp

Jagex

KADOKAWA GAMES

NetEase

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